## Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 10800326 CLAIMS AS FILED - PART I **SMALL ENTITY** OTHER THAN (Column 1) (Column 2) TYPE \_ OR SMALL ENTITY **TOTAL CLAIMS** UG RATE FEE RATE FEE FOR NUMBER FILED NUMBER EXTRA BASIC FEE 385.00 BASIC FEE 770.00 OR TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= 108 X\$18= OR Q INDEPENDENT CLAIMS minus 3 = 0/ X43= X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +145= +290= OR \* If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL TOTAL 878 OR CLAIMS AS AMENDED - PART II OTHER THAN (Column 1) (Column 2) SMALL ENTITY (Column 3) OR SMALL ENTITY CLAIMS HIGHEST 4 REMAINING ADDI-NUMBER ADDI-PRESENT AMENDMENT **AFTER** PREVIOUSLY RATE TIONAL RATE **EXTRA** TIONAL AMENDMENT PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus X43= X86= FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM OR +145= +290= OR TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST 8 REMAINING ADDI-NUMBER PRESENT ADDI-AMENDMENT AFTER RATE PREVIOUSLY TIONAL **EXTRA** RATE TIONAL AMENDMENT PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus X43= X86=. FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM OR +145= +290= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column: 2) (Column 3) CLAIMS HIGHEST O REMAINING ADDI-NUMBER PRESENT ADDI-ENT **AFTER** PREVIOUSLY RATE TIONAL EXTRA RATE TIONAL **AMENDMENT** PAID FOR FEE FEE Total END Minus X\$ 9= X\$18= OR Independent Minus X43= X86= FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM OR

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

OR

OR

+290=

TOTAL

+145=

ADDIT. FEE

TOTAL

<sup>\*</sup> If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

<sup>\*\*</sup> If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, emer "20."
\*\*\*If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, emer "3."